Archie
65TH ANNIVERSARY
161
US $2.25
CAN $2.65
THE WORLD'S MOST WAY PAST COOL COMIC!
SONIC
THE HEDGEHOG
APPROVED BY THE COMICS CODE AUTHORITY
Anniversary 2006
15th
SONIC THE HEDGEHOG
SEGA
THERE'S A NEW KID IN TOWN!
SCOURGE
THE EVIL HEDGEHOG
0 71896 46977 6

# BIRTHDAY BASH!

## Part Two: BIRTHDAY BOYS

Writer: IAN FLYNN
Penciler: TRACY YARDLEY!
Inker: JIM AMASH
Lettering: JOHN WORKMAN
Coloring: JASON JENSEN
Editor: MIKE PELLERITO

Managing Editor: VICTOR GORELICK • Editor-in-Chief... RICHARD GOLDWATER
Special thanks to ROBERT LEFFLER and DYNA LOPEZ at SEGA Licensing

SONIC THE HEDGEHOG (issn:10705090), No. 161, June, 2006. Published every 4 weeks, twice in Feb., by Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543-2318. Richard H. Goldwater, President and Co-Publisher, Michael I. Silberkleit, Chairman and Co-Publisher. Single copies $2.25 in the U.S.; $2.65 in Canada. Subscription rate: U.S. $29.25 for 13 issues; $34.45 in Canada. All Canadian orders payable in U.S. funds. SEGA, Sonic The Hedgehog, and all related characters and indicia are either registered trademarks or trademarks of SEGA CORPORATION © 1991-2006. SEGA CORPORATION and SONICTEAM, LTD./SEGA CORPORATION © 1991-2006. All Rights Reserved. The product is manufactured under license from Sega of America, Inc., 650 Townsend St., Ste. 650, San Francisco, CA 94103 www.sega.com. Any similarities between characters, names, persons, and/or institutions in this book and any living, dead, or fictional characters, names, persons, and/or institutions are not intended and if they exist, are purely coincidental. Periodicals postage paid at the post office at Mamaroneck, New York and at additional mailing offices. Title registered in U.S. patent office. POSTMASTER, send address changes to SONIC THE HEDGEHOG, c/o Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543-2318. Printed in Canada

SONIC THE HEDGEHOG

--YOUR DOOM COMES AT THE HANDS AND TENTACLES OF... CROCTOBOT!

BWA HAHAHA! NO! STOP! TIME-OUT!

LAMEST--

--BADNIK--

--EVER!

HEY! I'M TERRIFYING!

NO WAY! I BEAT BOTH OF YOU BACK IN THE DAY!*

AHHA HAHAHA HAHA!!!

*WITH SOME HELP IN THE CLASSIC TAILS MINI-SERIES.

YOU WILL FEAR ME!

WHOA! COME ON, SONIC, GET A GRIP!

HEE HEE HEE! OKAY, OKAY, CLAWS AND TENTACLES! HAW!!!

SMASH

YOU'VE... CHANGED!
FOR THE BETTER, BABE. NO MORE LAME "EVIL TWIN" SHTICK FOR ME.
YOU'LL BE THROWN OUT JUST AS EASILY.
TRY THAT AGAIN, OLD MAN.

MAN-O-MAN! LOOK AT HIM GO!
YEAH, HE'S PRETTY QUICK!

BEAN! BARK!
HEY, FIONA! WE'LL BE ON OUR WAY.

YOU TRY TO BLOW UP MY BOYFRIEND AND THEN DECIDE YOU CAN JUST WALK OUT?
WELL, DUH. I WAS GOING TO ASK IF YOU WANTED TO COME ALONG. HAVE SOME FUN LIKE THE OLD DAYS.

I CAN'T! I... I'M A FREEDOM FIGHTER NOW!
SUUUUUUURE YOU ARE! WELL, WHATEVER! TELL NIC I SAID "HEY" IF YOU SEE HER AGAIN!

HOLD ON! WE DO WHAT IT TAKES, BUT WE DON'T KILL.
OH, COME ON, ROUGE...

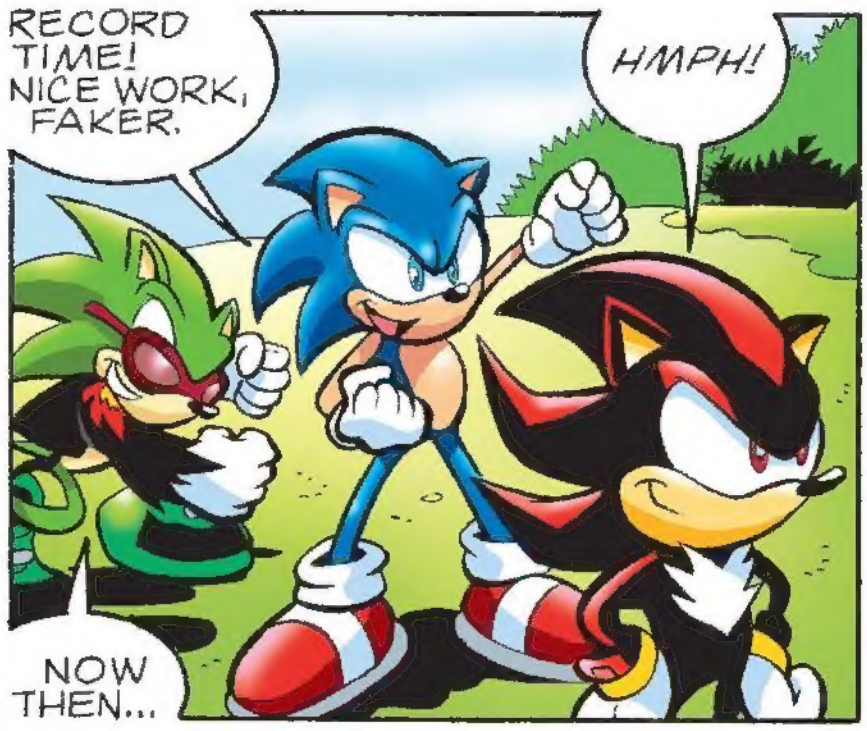
YOU WANT TO RUN WITH ME? THEN NO BODY COUNT.
SPOIL-SPORT. FINE. I'VE GOT A WUSS TO CRUSH.

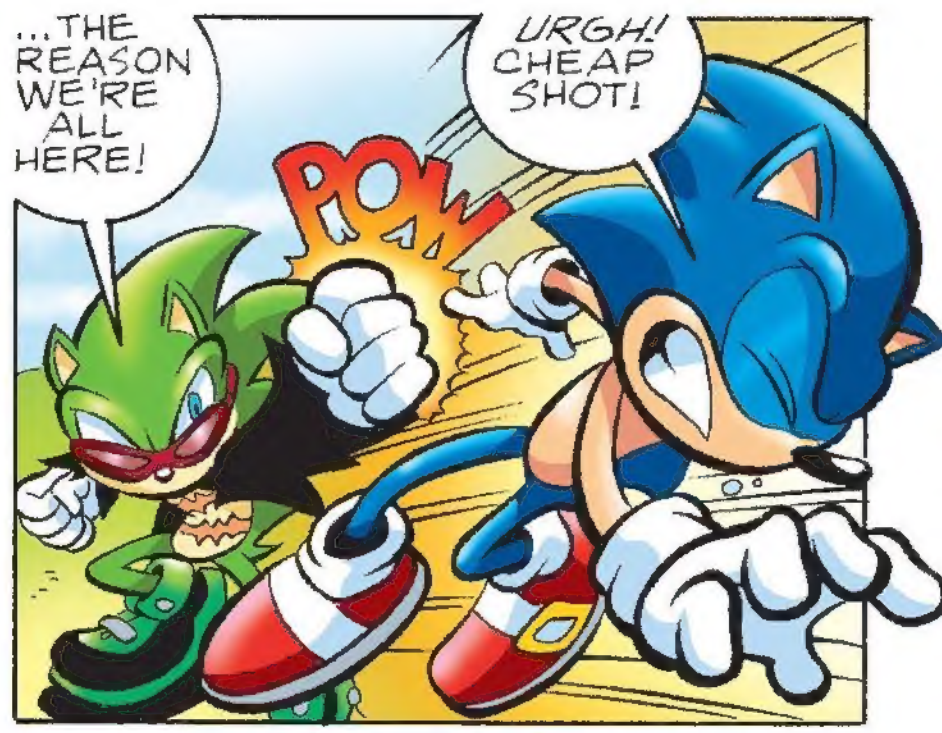
SONIC? HOW DO YOU PLAN ON GETTING TO KNOTHOLE THAT FAST?
JUST FOLLOWING MY INSTINCT, BABE.
LET'S SEE IF INTUITION PANS OUT.

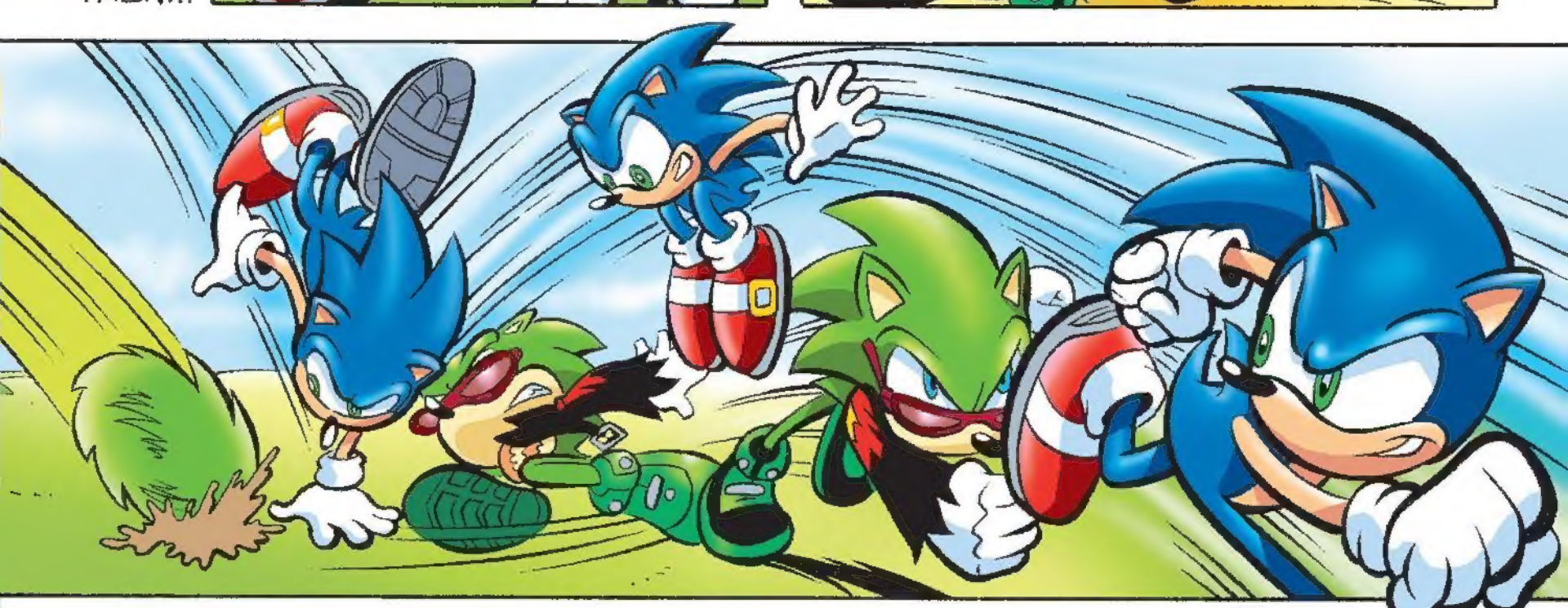
CHAOS CONTROL!

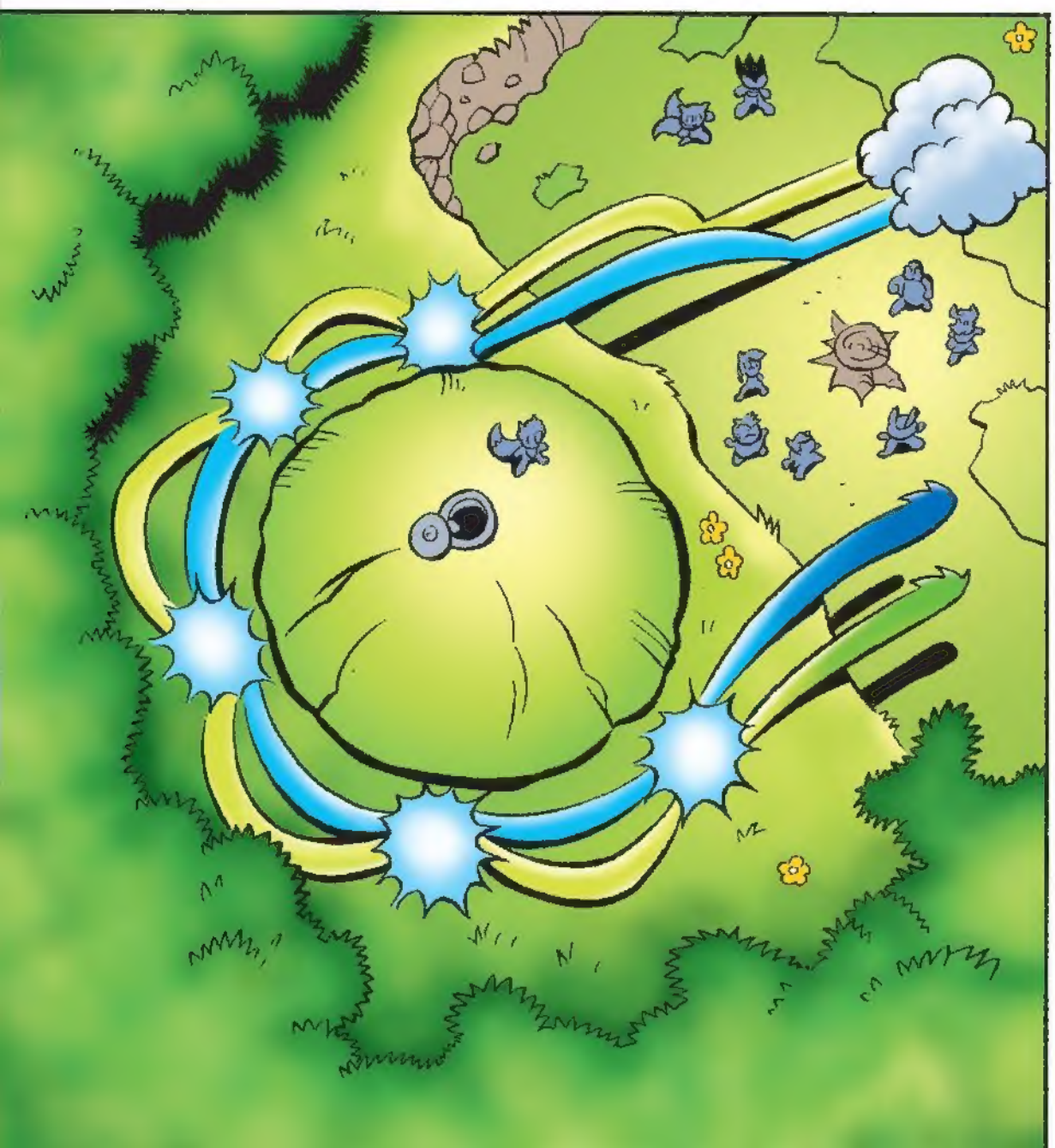
OH--NOW WHAT?
IS THAT ...CHAOS CONTROL?
ROUGE! AND...UM...
EVIL SONIC? ANTI-SONIC? OLD NEWS. THE NEW HOTNESS IS A REAL SCOURGE.
SOME FUR-DYE AND A NEW JACKET MAKE YOU TOUGH?
A SAMPLING OF THE MASTER EMERALD MAKES ALL THE DIFFERENCE.
DUDE. KNUCKLES WON'T LIKE THAT.
I'LL HANDLE HIM THE SAME AS HIS OLD MAN.
I HAPPEN TO LIKE KNUX'S DAD. I'LL STOMP YOU ON HIS BEHALF.
BRING IT ON, PUNK.
VIP!
HOLD ON, BLAST IT!

I STILL FUNCTION!
YOU'RE DOING NOTHING TO HELP, SHADOW! I SHALL REPORT YOU AS A TRAITOR TO DR. ROBOTNIK!
NO, YOU WON'T.
QUICK TRUCE TO FINISH THIS UP?
WORKS FOR ME.
NOOOOO!

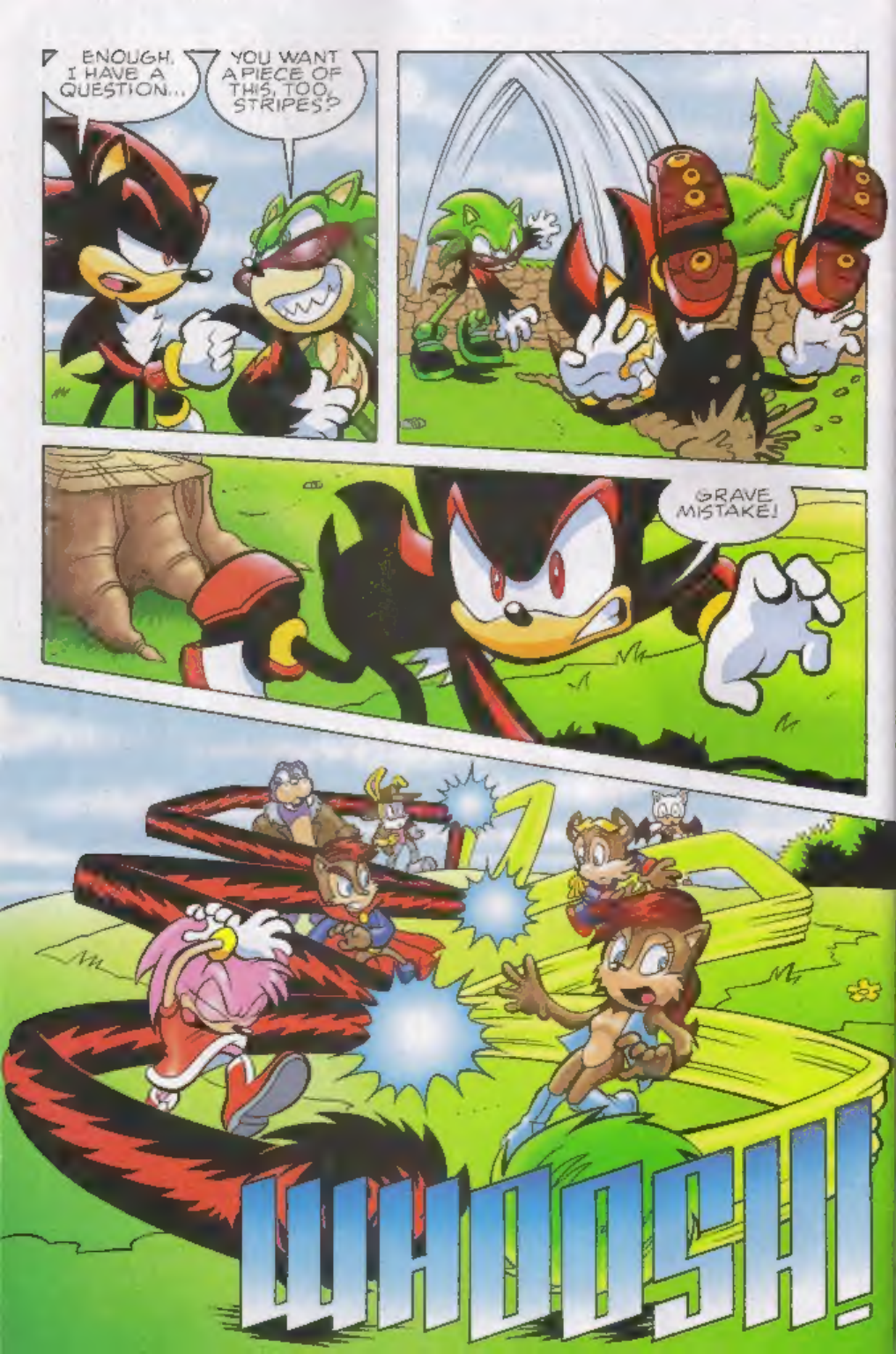

RECORD TIME! NICE WORK, FAKER.
HMPH!
NOW THEN...


...THE REASON WE'RE ALL HERE!
URGH! CHEAP SHOT!
POW





HA! AT LAST! EAT TURF, BLUE!
GUH!


ENOUGH. I HAVE A QUESTION...
YOU WANT A PIECE OF THIS, TOO, STRIPES?
GRAVE MISTAKE!
WHOOSH!

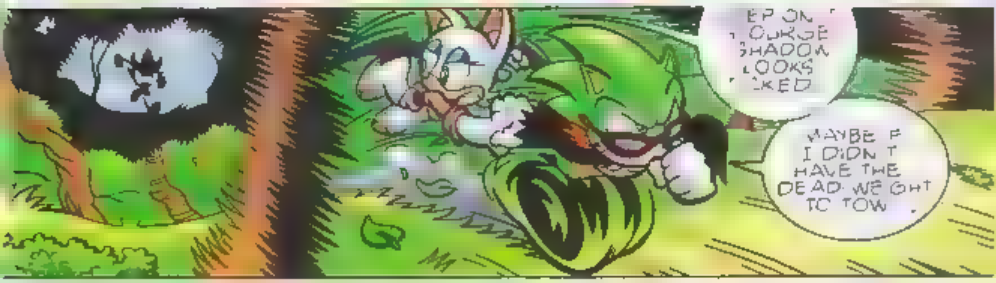
WHACK
HA! TOLJA... I'D...

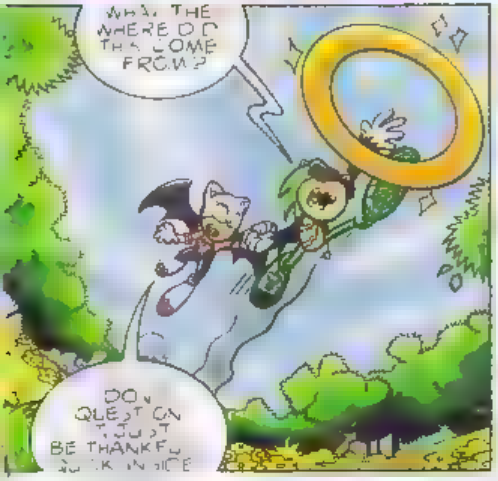
GO DOWN, ALREADY!
WE'VE STOOD BY LONG ENOUGH!
THWACK
UGH!
GIT HIM!

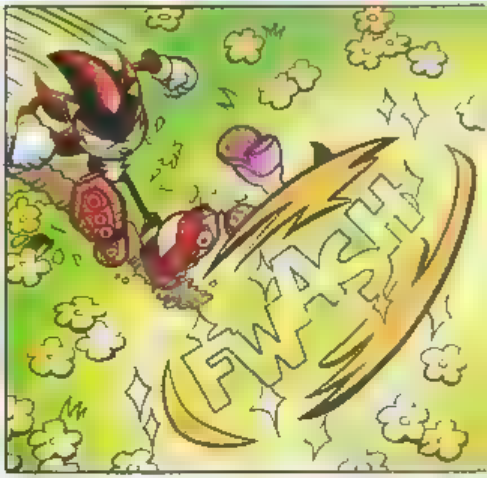
GRR...
OKAY, YOU'VE HAD YOUR FUN. WE'RE OUT OF HERE.

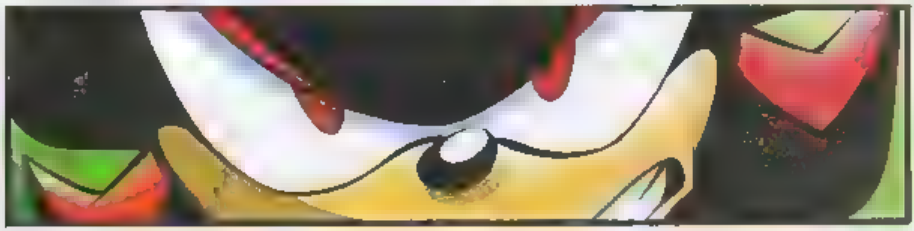
HURRY AND TELEPORT US BACK TO ANGEL ISLAND.
I NEED A CHAOS EMERALD FOR THAT.
BRILLIANT!
JUST HOLD TIGHT!

BETTER LATE THAN NEVER
SHADOW ARE YOU ?


MAYBE I DIDN'T HAVE THE DEAD WEIGHT TO TOW

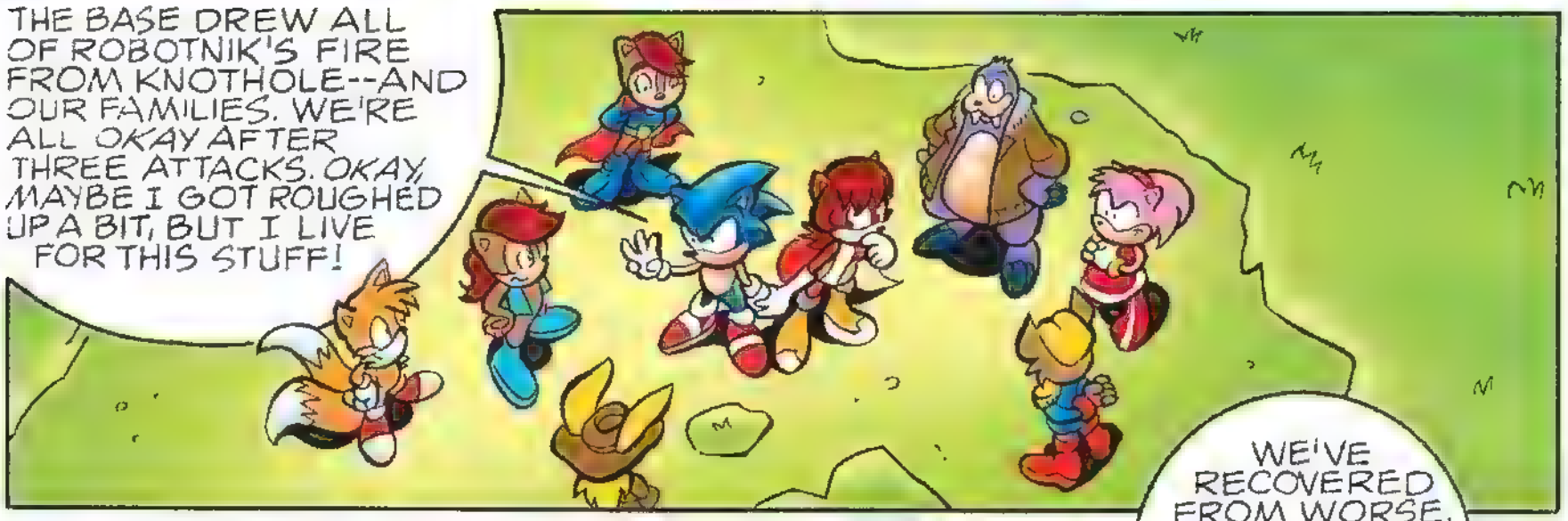

WHA THE WHERE DID THIS COME FROM ?
DON QUESTION IT JUST BE THANKFU

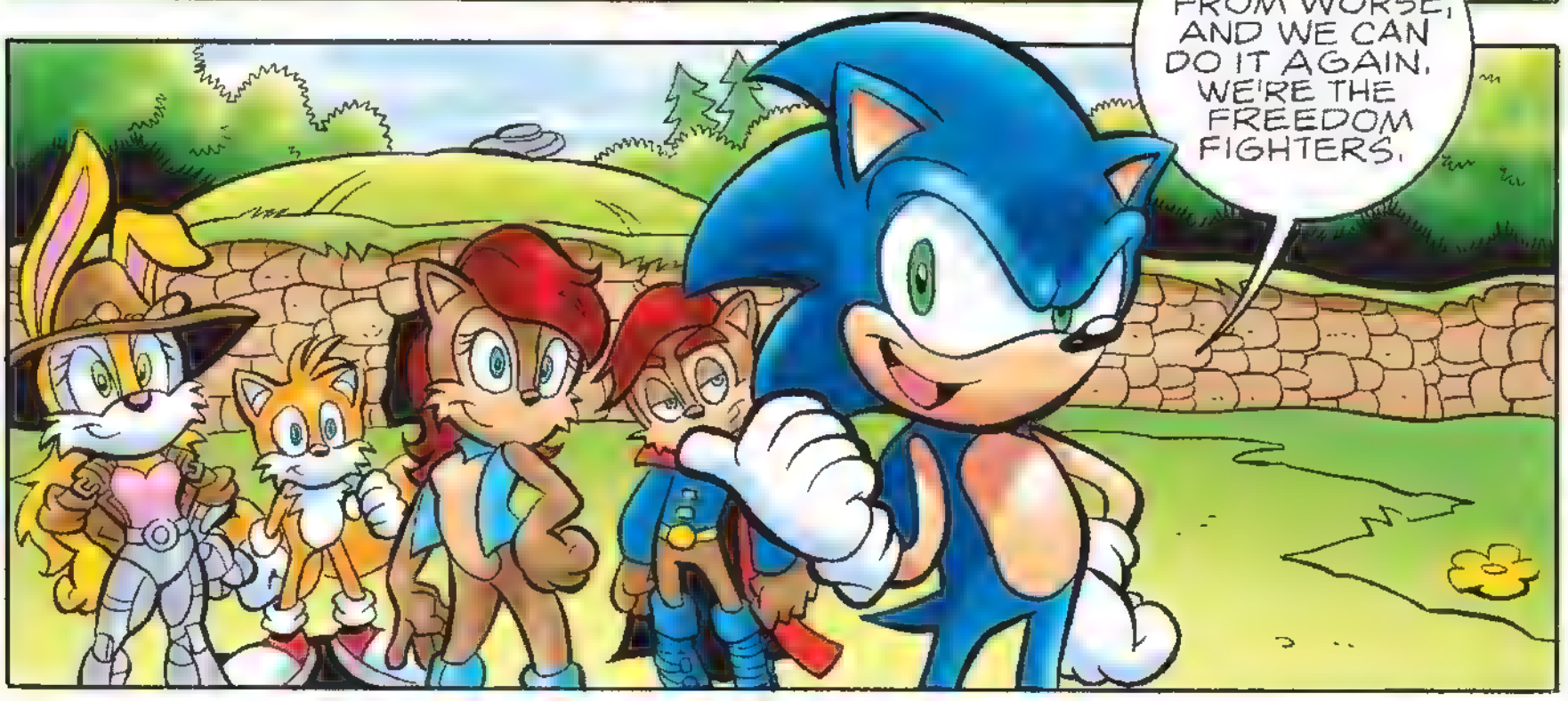

FWACK



SO MUCH FOR YOUR NEW BASE OF OPERATIONS.
I PROMISE SONIC, WE'LL HAVE A BETTER DEFENSE SYSTEM ONLINE SOON!
AND SO MUCH FOR YOUR BIRTHDAY.

ARE YOU GUYS KIDDING? EVERYTHING WORKED LIKE A CHARM!


THE BASE DREW ALL OF ROBOTNIK'S FIRE FROM KNOTHOLE--AND OUR FAMILIES. WE'RE ALL OKAY AFTER THREE ATTACKS. OKAY, MAYBE I GOT ROUGHED UP A BIT, BUT I LIVE FOR THIS STUFF!


WE'VE RECOVERED FROM WORSE, AND WE CAN DO IT AGAIN. WE'RE THE FREEDOM FIGHTERS.

"THERE'S NOTHING WE CAN'T HANDLE!"
WHERE ARE WE NOW?
I DUNNO. I DIDN'T TELEPORT US HERE.
NO...
...I DID.
THANKS FOR THE SAVE, THEN.
YEAH, BUT WHY?
I'M HOPING YOU'LL JOIN ME IN MY AMBITIONS.
DOES IT INVOLVE MAKING SONIC AND HIS BUDDIES MISERABLE?
IN PART.
THEN I'M IN...! WHEN DO WE START?
PATIENCE, SCOURGE. WE MUST LAY LOW FOR A TIME...
...AND WEATHER THE COMING STORM!
THE END ...?

# SONIC RUSH™

PART TWO OF TWO
WRITTEN AND PENCILLED BY:
TANIA DEL RIO
INKED BY: JIM AMASH
COLORED BY:
BEN HUNZEKER

YOU!

Uh, HI. DO I KNOW YOU?

EDITOR: MIKE PELLERITO MANAGING EDITOR: VICTOR GORELICK EDITOR IN CHIEF: RICHARD GOLDWATER
SPECIAL THANKS TO SEGA: ROBERT LEFFLER AND DYNA LOPEZ AT SEGA LICENSING AND SONIC TEAM

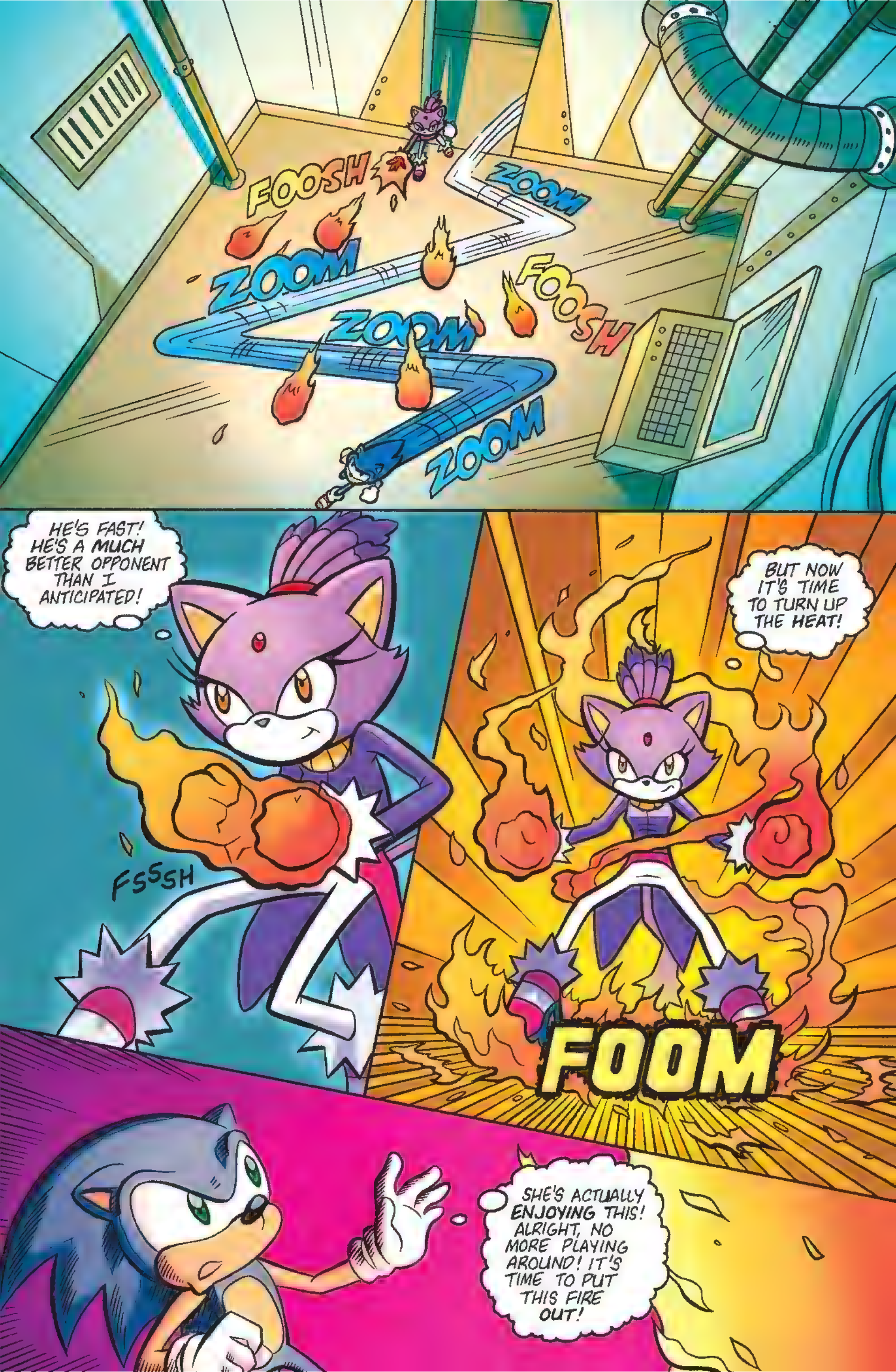
WOAH! IS THIS HOW YOU SAY HELLO?

FOOSH

WELL, "HELLO" BACK AT YA, THEN!

THWACK

SMACK
THWACK
SHE'S BLOCKING ALL MY FAST SHOTS. SHE'S OBVIOUSLY WELL-TRAINED BUT WHO THE HECK IS SHE? IS SHE ONE OF ROBOTNIK'S CRONIES?
NAH, SHE'S FAR TOO SKILLED!
FOOSH
DODGE
I NEED TO LURE HER INTO A SPACE WHERE I CAN ACTUALLY USE MY SPEED!
ZOOM


FOOSH
ZOOM
ZOOM
ZOOM
FOOSH
ZOOM
HE'S FAST! HE'S A MUCH BETTER OPPONENT THAN I ANTICIPATED!
FSSSH
BUT NOW IT'S TIME TO TURN UP THE HEAT!
FOOM
SHE'S ACTUALLY ENJOYING THIS! ALRIGHT, NO MORE PLAYING AROUND! IT'S TIME TO PUT THIS FIRE OUT!

WOAH! THERE'S NO WAY I CAN GET THROUGH THAT FIRE WITHOUT SINGEING MY QUILLS.
SSH
FSSH
BUT I THINK I HAVE A SOLUTION!
ZOOM
ZOOM
IF I GO FAST ENOUGH...
ACK!
ZOOM
...THE VORTEX IN THE CENTER WILL RUN OUT OF OXYGEN!
CAN'T... MAINTAIN THE FLAME... NOT ENOUGH... OXYGEN...

Ack... CAN'T... Breathe...
SCREEECH
OOPS! BETTER STOP.
THUMP
HEY, WHY DON'T WE CALL A TEMPORARY TRUCE? AND HOW ABOUT SOME INTRODUCTIONS?
I USUALLY LIKE TO KNOW WHO I'M FIGHTING.
Hmm...
I'M SONIC.
Heh.
GASP

YOU ARE INDEED THE ONE I HAVE SOUGHT OUT. NO QUESTION.
YOU'VE BEEN LOOKING FOR ME? WHO ARE YOU EXACTLY?
THE ONE WHO WILL NOW HAUNT YOUR DREAMS THE WAY YOU HAVE HAUNTED MINE! FAREWELL, SONIC...
...UNTIL I HAVE NEED OF YOU!
WHAT THE--? SHE'S GONE!
FOOSH
Huh. NO ONE'S GOING TO BELIEVE THIS.
PHEW
HAUNT MY DREAMS, Huh? I WONDER...
Hmm
THE END

# SCOURGE

## DATA-FILE:

Formerly Evil Sonic, the lame antithesis to Sonic tried to siphon off energy from the Master Emerald. He was interrupted by Locke, who left a scar on his chest, resembling a Roman numeral two (II). Now "Scourge," the villainous hedgehog became the true anti-Sonic: self-important, ruthless, and sadistic. Scourge originally hails from Anti-Mobius in a parallel dimension. There he was known as Evil Sonic, leader of the Anti-Freedom Fighters. He came to Sonic's dimension a number of times to cause trouble. When he tried to steal the Master Emerald, he was stopped by Locke. The process changed Scourge into the villain he is today. Scourge is as brash and arrogant as Sonic, but without the moral restraint - and with a desire for mayhem.

**ABILITIES: Spin-dash:** Scourge curls into a spinning ball and shoots forward at incredible speed. Highly destructive with some limited airborn ability. **Figure-Eight Peel-Out:** Scourge revs his feet in an infinity-symbol, then runs extremely fast. The move can also displace water for temporary hydroplaning and can slow falls. **Basic Combat:** Scourge knows basic hand-to-hand combat from years of tangling with foes. **Homing Attack:** A mid-air spin-dash that can home-in on consecutive targets. **Chaos Control:** If he has a Chaos Emerald in hand, Scourge can limitedly warp space and time. **Super Scourge:** With 7 Chaos Emeralds and 50 rings, Scourge transforms into his golden super-form and gains triple-speed, double-strength and invulnerability.

INFORMATION GATHERED BY: Ian Flynn
VISUAL IDENTIFICATION BY: Spaz

# DR FINITEVUS

## DATA-FILE:

Very little is known of Dr. Finitevus and what is known is still suspect. Creepy and enigmatic, the albino Echidna bearing the chest birthmark of a Guardian in black, was first seen serving Grandmaster, Lien-Da of the Dark Legion as a political and a scientific advisor. Durning the Eggman Empire backed Dingo oppression of Angel Island, The Dark Legion helped protect the Echidnas, a job once held by the severely depleted, and now missing ranks of The Guardians, of which Knuckles belongs. Despite this elevated role Dr. Finitevius showed no fear in battle and appeared to enjoy it.

Although doing little to warrant attention, Dr. Finitevus seemed to control great power. It was thought he perished to Dr. Robotnik's enforcer, the now deceased Hunter, during an attack on Angel Island. However, Dr. Finitevus has resurfaced and come to the rescue of a number of villains, and may be gathering a small army. With all the power he is amassing, one has to wonder if he's looking to conquer the world - or destroy it.

**ABILITIES:**

Some magical or science based powers. Little else is known.

INFORMATION GATHERED BY: Ian Flynn
VISUAL IDENTIFICATION BY: Spaz

# SONIC-GRAMS

WRITE TO US @: SONIC-GRAMS c/o ARCHIE COMIC PUBLICATIONS, INC.
P.O. BOX # 419 MAMARONECK NY 10543-0419 E-MAIL: SONIC@ARCHIECOMICS.COM

*All letters, photos and art submissions to us become property of Archie Comics and may be edited for length and content. Sorry, but submissions will not be returned.*

So, now that you just read the story behind Scourge, write in and let us know what you think of "Mean Green". Funny how things happen, I was talking with Archie cover colorist extrodinaire, Tito about how to make Evil Sonic cooler. And funny enough at that moment, Spaz, Sonic artist extraordinaire called and we talked about the idea of Scourge. A great drawing later and Scourge had a new look with this new name. A quick call to the new writer on Sonic; Ian Flynn and we had a super cool story, and with new Sonic artist Tracy Yardley! bringing the character to life with the help of Jim Amash, John Workman and Jason Jensen, we have one of the best Sonic stories in years!

Funny enough, Tito helped come up with the name of the super creepy, villainous Dr. Finitevus way back in SONIC THE HEDGEHOG # 138-141, who of course has returned and will play a dark role in upcoming issues!

Below we usually feature a look at the next Sonic cover but instead we have the next three! SONIC THE HEDGEHOG #162, 163, and 164 featuring: THE DARKEST STORM, one of the biggest stories in Sonic history, penciled by the fan fav James Fry!

And for those astute Sonic fans we have a triptych cover, meaning all three covers by Spaz, connect to make one big image! The last time we did covers like this was with the Knuckles comic series!

So use the Sonic Checklist in this very book to get your Sonic, Knuckles, and Sonic X back issues!

(SHAMELESS PLUG #1)

MIKE

## NEXT: The 3-Part "Darkest Storm" in SONIC #162, 163 and 164 !

### Get all 3 SONIC covers to make 1 big SONIC triptych ! Starting next month !